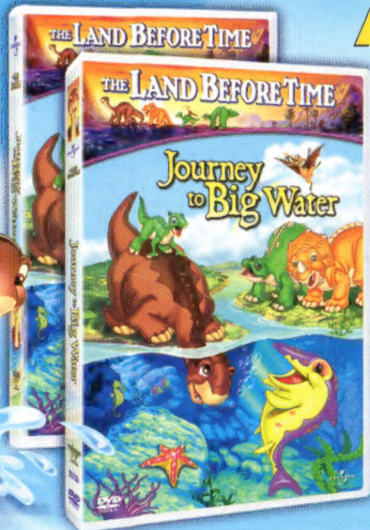





# DIVE INTO AN ALL-NEW ADVENTURE!



**OWN IT ON  
VIDEO & DVD  
DECEMBER 10!**

**Including An  
All-New Song  
Sung By  
Donny Osmond**

  ©2002 Universal Studios. All Rights Reserved. 

[freegamemanuals.com](http://freegamemanuals.com)

TDK MEDIACTIVE, INC. 4373 Park Terrace Drive, Westlake Village, CA 91361

The Land Before Time and related characters are trademarks and copyrights of Universal Studios and U-Drive Productions, Inc. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. Big Water Adventure TM & © 2002 TDK Mediaactive, Inc. All Rights Reserved. Developed by CE Digital Illusions Canada, Inc. Tools & Technology © CE Digital Illusions Canada, Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

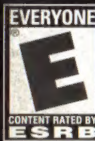
  
mediactive

[www.tdk-mediaactive.com](http://www.tdk-mediaactive.com)



NTSC U/C

PlayStation®



SLUS-01481





**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

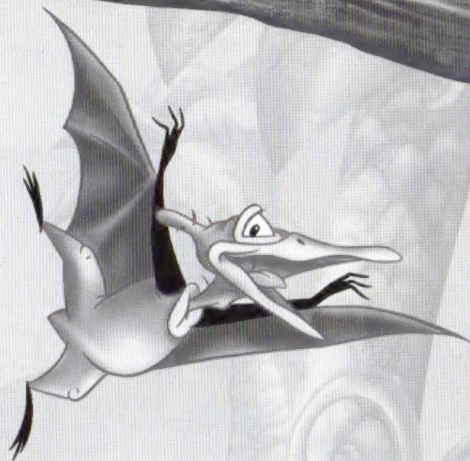
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

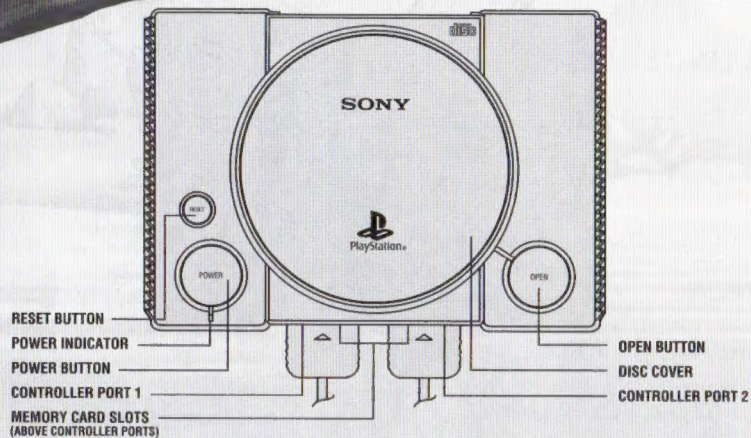
# CONTENTS

GETTING STARTED.....	2
SETTING UP .....	3
MEMORY CARD .....	3
CONTROLS.....	4
MENUS .....	4
INTRODUCTION.....	5
SETTING UP A GAME .....	6
HOW TO PLAY.....	10
TREESTARS™ .....	11
CREDITS.....	12
CUSTOMER SERVICE .....	15
WARRANTY.....	17



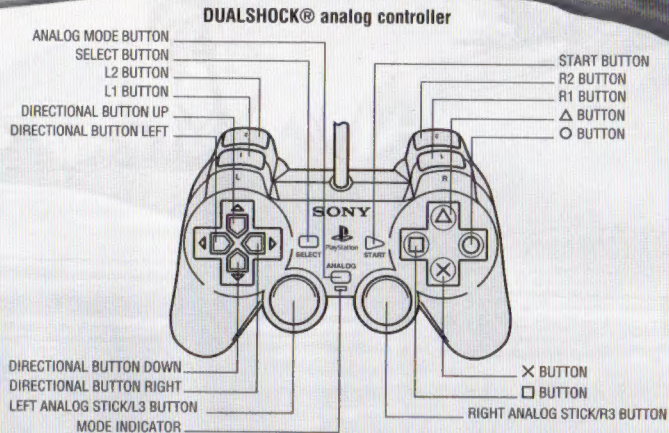


# GETTING STARTED



Setup your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert The Land Before Time™: Big Water™ Adventure disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

# SETTING UP



The Land Before Time™: Big Water™ Adventure is a one-player game and only makes use of controller port 1. A DUALSHOCK® analog controller may be used, but is not required.

## MEMORY CARD

This title uses MEMORY CARD slot 1 exclusively. A MEMORY CARD, sold separately, is optional for The Land Before Time™: Big Water™ Adventure game. A memory card can be used to save and resume a game so that progress is not lost. After the introduction, the game checks for a memory card. If a memory card is not inserted, a prompt appears as a reminder that games cannot be saved without the memory card. Do not insert or remove a memory card while loading or saving a game because problems may occur.

An option is given in the next screen to play without using a memory card. If you choose this option the game will continue, but you won't be able to save your game.



# CONTROLS

## CONTROLLER SET UP

Move left or right.....Directional buttons  
Jump .....X button or □ button  
Head Butt or Tail Whip .....O button or △ button  
Say Hello to Mo.....L1, L2 , R1 or R2 buttons  
Pause .....START button

## MENUS

Menus appear at specific times, such as when the game is paused or when saving or resuming games. Use the controls to navigate through the menus:

Up.....Up directional button  
Down .....Down directional button  
Select .....X button  
Go Back.....△ button



# INTRODUCTION

Here's how the dinosaurs' journey begins...

A terrible storm has struck the Great Valley™, with skywater falling for days. Rivers have overflowed their banks and some creatures have even been washed into the Valley from the Big Water™. Littlefoot

and his friends discover one of these creatures, a new swimmer called Mo. They befriend him and resolve to help return their new friend to his home in the Big Water™.

They will need your help to journey along with Mo out of the Great Valley™ and find their way through the Soggy Swamp and through the Mountain Pass to the Big Water™. There Mo can rejoin his family and play his own favorite jumping game. But be careful! Mo isn't the only creature the skywater pushed into the Great Valley™!

You can play the part of Littlefoot, Cera, Ducky or Spike as you travel through strange new worlds, searching for a way to help Mo get home. Petrie, your flying friend, will help you throughout your journey. Along the way you'll encounter obstacles and other challenges that stand in your way. Avoid danger by following Petrie's instructions, and collect Treestars™ as you navigate through each level. Petrie also has some games to play with you, so be sure to visit him!





# SETTING UP A GAME

## MAIN MENU

### New Game

This takes you to the Name screen. Use the directional buttons to highlight letters, and press the  $\times$  button to select them. To change a letter, highlight and select "Delete" and the last chosen letter will be deleted. To add a space, highlight and select "Space." When you have finished entering a name, highlight and select "OK." This will bring up the Character Select screen. If you want to go back to the Main Menu, press the  $\triangle$  button.

### Continue

This loads a previously saved game. This title uses MEMORY CARD slot 1 exclusively. Use the directional buttons to highlight one of your saved games, then press the  $\times$  button to select that game. When the Character Select screen appears, choose a character and press the  $\times$  button to resume play at the next uncompleted level. If you want to go back to the Main Menu, press the  $\triangle$  button.

### Options

This takes you to the Options screen. Here you can adjust music or sound volume, or turn the Vibration Function on or off.

To adjust the music volume, highlight the MUSIC selection, then use the left and right directional buttons to adjust the volume slider.

To adjust the sound effects volume, highlight the SOUND EFFECTS selection, then use the left and right directional buttons to adjust the volume slider.

To turn the vibration function on or off, highlight the VIBRATION selection, then press the  $\times$  button to change the selection from ON to OFF, or from OFF to ON.

From the Options menu, use the  $\triangle$  button to go back to the Main menu.



### Credits

Shows the credits for the game.

## SELECT A CHARACTER

At the Character Select screen you can choose which character to play in the game. Use the directional buttons to bring a character to the foreground, and press the  $\times$  button to select that character. Choosing Littlefoot, Cera, Spike or Ducky will start the main game. Choosing Petrie will bring up Petrie's Puzzle Game. Mo can't be selected when the game begins. Once you have completed the game with all four characters you can select Mo and play his Big Water™ Racing Game.

## SELECT AN AREA

After you select a character you choose a level to play. For a saved game, only the levels already completed and the next uncompleted level may be chosen. Use the directional buttons to highlight a level and press the  $\times$  button to begin the game on that level. Press the  $\triangle$  button to go back to the Character Select screen.

## PETRIE'S PLACE

Select Petrie to go to Petrie's Place. Use the directional buttons to highlight a selection, and press the  $\times$  button to make your choice. Press the  $\triangle$  button to go back to the Character Select screen.

### Petrie's Game

This takes you to the Select a Puzzle screen. Use the directional buttons to highlight a selection, and press the  $\times$  button to make your choice. Press the  $\triangle$  button to go back to Petrie's Place. At the beginning of the game only a few puzzles will be available, but as you collect more Treestars™, you'll be able to select more and more puzzles!

To assemble a puzzle use the directional buttons to fly Petrie over a puzzle piece, then press the  $\times$  button to select that piece. Now use the directional buttons to fly Petrie and the piece over a square on the puzzle board and press the  $\times$  button again to place the piece. If the piece is incorrectly placed the colors will be yellowed. Once all the pieces are in the right places you'll get a surprise! You can press the  $\triangle$  button at any time to return to the Select a Puzzle screen.





### Puzzle Movie Gallery

This takes you to the Select a Puzzle Movie screen. Use the directional buttons to highlight a selection, press the  $\times$  button to make your choice and see the movie. Only the movies from completed puzzles are selectable. While the movie is playing you can press the  $\triangle$  button at any time to return to the Select a Puzzle Movie screen.

### Game Movie Gallery

This takes you to the Select a Game Movie screen. Use the directional buttons to highlight a selection, press the  $\times$  button to make your choice and see the movie. Only the movies you have unlocked while playing the game are selectable. While the movie is playing you can press the  $\triangle$  button at any time to return to the Select a Game Movie screen.

## MO'S BIG WATER™ RACING

Select Mo to go to Mo's racing game in the Big Water™. This game is only available once you've played through the main game with all four players. Use the directional buttons to guide Mo left, right, forward, and backward in the water, and press the  $\times$  button to make him jump through the hoops. Jump through all the hoops to see a special animation!

## PAUSING A GAME

Use the START button to pause game play at any time.

## PAUSED GAME MENU

Use the directional buttons to highlight a selection, and press the  $\times$  button to make your choice.

### Options

Displays the Options menu where you can adjust music or sound volume or turn the Vibration function on or off. (See page 6)

### Exit Level

Returns you to the Level Selection screen without saving the game.



### Return to Menu

Returns you to the Main Menu without saving the game.

Press the  $\triangle$  button to go back to the Pause Game menu.

## SAVING A GAME

The game will automatically be saved at the end of each level if you are using a MEMORY CARD. This title uses MEMORY CARD slot 1 exclusively.



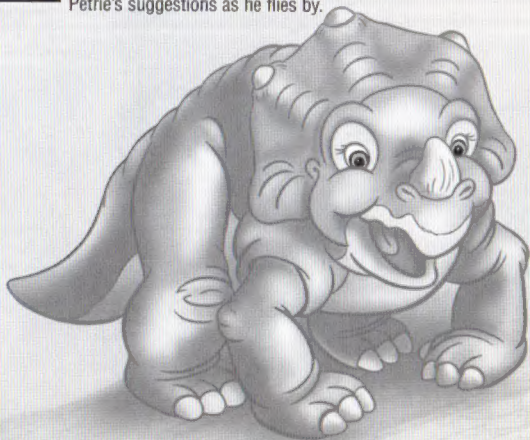


# HOW TO PLAY



Your prehistoric pals have to help Mo get back home! Help each character get through four different levels on their way to the Big Water™. Guide your favorite dinosaurs to run, jump, slide, head butt and tail whip their way through all kinds of obstacles. Carefully leap across pools of red lava. Jump onto logs and float across ponds and down rivers. Jump onto geysers and get carried high in the sky. Head butt or tail whip obstacles in your way. Be careful not to fall down ravines!

The goal is to navigate to the end of each level. Along the way, try to collect as many Treestars™ as you can. If you need help, listen to Petrie's suggestions as he flies by.



# TREESTARS™

As you travel through the levels, collect the Treestars™ scattered everywhere. To pick up a Treestar™ just walk right over it and add it to your collection. The number of Treestars™ you have collected on a level and the total number there are to find on a level are displayed in the upper left corner of the screen. When you have collected enough Treestars™ more puzzles will become available in Petrie's Place!





# CREDITS

## DEVELOPED BY

CE Digital Illusions Canada, Inc.

## Design and Direction

Gary Corriveau

## Design and Production

Tom Galt

## Lead Programmer

Matthew Moss

## Programmers

Scott Abdey  
Andrew Berdan  
Jason Biro  
Laurie Corriveau  
Claudette Critchley  
Scott Pinkerton  
Torbjorn Soderman

## Artist Supervisors

Marc Brassard  
Jeremy Price

## Texture Artist Supervisor

Birgit Schulz

## Texture Artists

Julio Ceron  
Wendy Young

## Character Artist

Mark Choy

## Menu Art

Chris Elliott

## Additional Art

Jean Apollinaro  
Mark Maia  
Peter Vlachodimitris  
Nick White

## In-Game Movie Supervisor

Denis Cawson

## In-Game Movies

Daniel Aberin  
Dan Rickard

## Movie Conversions

Mike Hart

## Sound and Music

Dave Kerr

## QA Lead

Damir Slogar

## PC Lead Programmer

Torbjorn Soderman

## PC Programming

Jason Biro

## Special Thanks

Mike Caissie  
Fredrik Liliegren  
Carol Stark

## PUBLISHED BY

TDK Mediactive, Inc.

## Executive Producer

Vincent Bitetti

## Executive Producer in Charge of Production

Steve Ryno

## Senior Producer

Tim Goodlett

## Producers

Jeremy Rosenthal  
Noah Dudley  
Erika Pedersen

## PD Coordinator

Adeline Petros

## Quality Assurance Director

Donn Nauert

## Quality Assurance Lead Tester

Erik Van Rooy

## Quality Assurance Team

Dave T.M. Astremitzkov  
Tim Adamson  
Tom Anderson

## President and COO

Shin Tanabe

## CFO

Martin Paravato

## Executive VP,

Business Development

Daniel Kletzky

## VP, Global Marketing

Stefan Serwe

## VP, Sales

Michael Devine

## VP, Operations

Lorena Billig

## VP, Human Resources

Eugene Code

## Brand Director

Susan Fuller

## Brand Manager

Fran Cooley

## Special Thanks

Universal Consumer Products Group:  
Bill Kispert  
Julie Chebbi  
Todd Whitford

Amblin Entertainment:

Barbara Farrow  
Randy Nellis

## Illustration and Manual

Gregory Harsh, Beeline Group



# NOTES

# CUSTOMER SERVICE

## PRODUCT SUPPORT / TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

## ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is [www.tdk-mediactive.com](http://www.tdk-mediactive.com)

## EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to [support@tdk-m.com](mailto:support@tdk-m.com). Please include a detailed description of the situation.

## TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 8:00am to 6:00pm PST at (818) 707-7063

## ORDER LINE

TDK Mediactive products can now be ordered over the phone. The number is (800) 877-4778. Please note that the order line is not equipped to handle technical issues.

## WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Interactive Product Support Department at (818) 707-7063 or on the web at [www.tdk-mediactive.com](http://www.tdk-mediactive.com) before returning the Product to a retailer.

If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:





TDK Mediactive  
4373 Park Terrace Drive  
Westlake Village, CA 91361  
Attn: Product Support

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

#### **COPYRIGHT**

The Land Before Time and related characters are trademarks and copyrights of Universal Studios and U-Drive Productions, Inc. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. Big Water Adventure TM & © 2002 TDK Mediactive, Inc. Developed by CE Digital Illusions Canada, Inc. Tools & Technology © CE Digital Illusions Canada, Inc.

All elements of this product have been copyrighted. All elements not originally created by TDK Mediactive Interactive, Inc. (hereinafter referred to as TDK MEDIACTIVE) are licensed by the respective licensors. Please refer to the insert and package for specific attributions, legal notices, and restrictions. This manual and all contents described within it are copyrighted. All rights reserved.

Under existing copyright laws, this product and associated package components (whether complete or only a portion thereof) cannot be copied without prior written consent of TDK MEDIACTIVE. The same property and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold. Under federal law, copying includes translating into another language or format. Using the audio segments in any multimedia presentation intended for audiences may obligate you to pay a small fee per person in accordance to ASCAP / BMI or other performer's rights organizations.

#### **LICENSE AGREEMENT**

This is a license agreement between you (either an individual or an entity) the end user, and TDK MEDIACTIVE. TDK MEDIACTIVE hereby grants to you, the owner of this product, a non-exclusive license agreement to use the enclosed software, subject to the terms and restrictions set forth in this non-exclusive agreement.

If you do not agree to these terms as set forth herein, you must return the unused product to the manufacturer.

## **LIMITED WARRANTY**

TDK MEDIACTIVE warrants that this product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on the duration of an implied warranty, so the above limitation may not apply.

#### **CUSTOMER REMEDIES**

TDK MEDIACTIVE's entire liability and your exclusive remedy shall be, at TDK MEDIACTIVE's option, either a return/refund of the price paid or repair or replacement of the product that does not meet TDK MEDIACTIVE's limited warranty and that is returned to TDK MEDIACTIVE with a copy of your receipt, evidencing the date of purchase. In no event shall TDK MEDIACTIVE's liability with respect to this limited warranty exceed the cost of replacement of the media on which the product is recorded. This limited warranty is void if failure of the product has resulted from accident, abuse, or misapplications. Any replacement of the product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product services offered by TDK MEDIACTIVE are available for the U.S. version of the product outside of the United States and Canada.

#### **NO OTHER WARRANTIES**

TDK MEDIACTIVE disclaims all other warranties, either expressed or implied, of merchantability and fitness for a particular purpose, with respect to the product and the accompanying written materials. TDK MEDIACTIVE does not warrant that the enclosed product or documentation is without defect or error or the operation of the enclosed product will be uninterrupted.

#### **NO LIABILITY FOR CONSEQUENTIAL DAMAGES**

In no event shall TDK MEDIACTIVE or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this TDK MEDIACTIVE product, even if TDK MEDIACTIVE had been advised of the possibility of such damages. Because some states/jurisdictions do not allow limitations on duration of an implied warranty, the above information may not apply to you. The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, expressed or implied. No dealer of TDK MEDIACTIVE product, nor distributor, TDK MEDIACTIVE agent or employee is authorized to make any modifications or additions to this warranty. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law that cannot be pre-empted.